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A Sailor’s Story-Sam Glanzman 2015-04-15 “An unabridged republication of the following works originally published by Marvel Comics, New York: A Sailor’s Story (1987) and A Sailor’s Story, Book Two: Winds, Dreams, and Dragons (1989)”-- Title page verso. U.S.S. Stevens-Sam Glanzman 2016-07-20 “USS Stevens is both an excellent graphic narrative and an important record of an American warship’s service in the Pacific campaign of World War Two. It also serves as a fine tribute to the young sailors of the US Navy, who faced the forces of Imperial Japan in battle after battle, enduring countless hardships on the long journey to victory. Mr. Glanzman has my admiration, respect and profound gratitude.” — Garth Ennis, Eisner Awards-winning writer of Preacher and The Punisher, Hellblazer, Judge Dredd, and Hitman. Legendary Golden Age artist Sam Glanzman set many of his tales aboard the USS Stevens, the actual World War II destroyer on which he served. This full-color, hardcover treasury collects every single Stevens tale he ever published, more than 60 short adventures from Our Army at War, G. I. Combat, and other 1970s DC war comics as well as longer pieces from Marvel’s 1986 revival of Savage Tales magazine and the more recent Joe Kubert Presents. Plus, this outstanding collection also includes the final, four-page story about the warship, newly written and illustrated by Glanzman himself. Exclusive Bonus Material: • New four-page U.S.S. Stevens story by Sam Glanzman • Letters from President Barack Obama and President George H.W. Bush • Extended footnotes and story annotations by Jon B. Cooke • Sam Glanzman’s WAR DIARY #1-4 • First appearance of the U.S.S. Stevens in a comic book • New Foreword by Ivan Brandon • New Introduction by Jon B. Cooke • New Afterword by Allan Asherman ATTU-Sam Glanzman 2016-08-17 A caveman finds adventure among giant tigers, dinosaurs, and visitors from another planet in this magical slice of old-fashioned comics fun. Rendered in stark black-and-white, the saga combines prehistory, super-science, and time travel. Voyage to the Deep-Sam Glanzman 2019-02-06 Follow the adventures of a shape-shifting atomic sub battling sea creatures, arctic monsters, sonic attacks, anti-matter generators, global terrorism, and more! Four tales of the atomic submarine Proteus and her crew in one graphic novel! First, the submarine Proteus has just finished its shakedown run and heads out to explore the Mariana Trench, but when the ship arrives, it not only has to deal with giant sea creatures, but an act of terrorism that threatens the entire world! Plus, a monster larger than the Proteus, a fanged sea creature and an anti-matter generator that threatens to tear apart the world, and an unknown enemy unleashes sonic destruction on the Proteus, and then the world! Only the Proteus and her crew can stop them! Kona-Sam Glanzman 2016-02-26 Kona, Monarch of Monster Isle is a fictional American comic book character who was featured in his own self-titled series, published by Dell Comics in the 1960s. The character was created during a period of transition for Dell Comics. Up until 1962 Dell had been the official comic book publisher for Western Publishing, the licensor for Walt Disney, Hanna-Barbera and Warner Bros. among others. This relationship ended when Western made the decision to start its own comic book publishing company, Gold Key Comics. Faced with the prospect of losing the rights to all of the series they were publishing, Dell began a large scale campaign in which numerous series and characters were created. This was designed to allow Dell to survive as a company past the point of Gold Key’s creation. Of the characters created during this period, Kona was one of Dell’s most successful creations. Publication history. Kona debuted in Four Color Comics #1256 (dated February 1962) before his own self-titled series started a few months later with issue #2 (dated June 1962). Kona, Monarch of Monster Isle would run to issue #21 (dated June 1964). The series was plotted by Don Segall, scripted and drawn by the great Sam Glanzman. Later stories were scripted by Paul S. Newman. Fictional character biography. Kona saves the lives of Dr. Henry Dodd, his daughter Mary and his grandchildren Mason and Lily after this group crashes their army surplus blimp on the prehistoric Pacific island that Kona calls home. Befriending them, Kona becomes their protector and saves them from many huge animals and monsters. Dr. Dodd and his family eventually escape from the island, but later return to get Kona. After this Kona travels the world with them as their protector from the many huge monsters they encounter. The Lost Fleet: Corsair (complete collection)Jack Campbell 2018-03-21 Jack Campbell’s Lost Fleet universe comes to comics! The century-long war between two space empires, the Alliance and the Syndics, has ended, but Captain Michael Geary, nephew of the legendary Alliance Commander John “Black Jack” Geary, believed MIA, is still a prisoner. Together with former enemy, Destina Aragon, desperate to escape to reach of a tyrannical government, can he help her rebellion succeed, live up to the legend coloring his family name – or will he die trying? Grievances must be put aside as a daring intergalactic jail-break becomes a battle for survival against the odds, in this gripping new comic series written by New York Times best-selling military science fiction author Jack Campbell, based on his novel series. “Bringing his celebrated book series to life in amazing visual fashion, Jack Campbell delivers a sci-fi masterpiece!” - Pastrami Nation “Fast-paced, with fast dialogue and visceral action!” - Sci-fi Pulse “Titan Comics has found itself a novel franchise that can be turned into comics in what appears to be a seamless transition.” - Reading with a Flight Ring p.p1 {margin: 0.0px 0.0px 0.0px 0.0px; font: 12.0px Calibri; min-height: 14.0px} Red Range:Joe R. Lansdale 1999 Night and the Enemy-Harlan Ellison 2015-11-18 Five stories by master speculative-fiction author Harlan Ellison, adapted to graphic novel format and fully painted in full color by illustrator Ken Steacy. Out of print since 1987, the tales recount mankind’s war with an alien race. Suggested for mature readers. Jonah Hex, Two-gun Mojo:Joe R. Lansdale 1993 Graphic novel. The Lost Fleet: Corsair #3-Jack Campbell 2017-08-09 p.p1 {margin: 0.0px 0.0px 0.0px 0.0px; font: 12.0px Calibri} p.p2 {margin: 0.0px 0.0px 0.0px 0.0px; font: 12.0px Calibri; min-height: 14.0px} Guest starring John “Black Jack” Geary, appearing in comics for the first time! Captain Michael Geary faces rebellion from Alliance Marines - just as his newly-captured ship, the Corsair, is about to be attacked by a deadly Syndic force. Can he convince his men to keep the peace with the rebel Tigres... and fight a one-sided battle that could see them all obliterated? Meanwhile, on the planet Kane another rebel force faces off against a massive Syndic invasion force, out to retake the planet... Joe Kubert Presents-Joe Kubert 2013 “Originally published in single magazine form as JOE KUBERT PRESENTS 1-6.” The Story of the Amistad-Emma Gelders Sterne 2012-03-12 Gripping tale of the epic 1839 revolt, aboard the schooner Amistad, of Africans bound for slavery in the New World. Young readers will thrill to the book’s “you-are-there” flavor. The Lost Fleet: Corsair #4-Jack Campbell 2017-10-11 p.p1 {margin: 0.0px 0.0px 0.0px 0.0px; font: 12.0px Calibri} Michael Geary starts to mould the combined rebel Tigres and his Alliance crew into a single unit, backed by Destina Aragon, but the peace between the two camps, fresh from a war fought for one hundred years, is not easily kept. Can they work together to save more Tigres from a another prison... and is there any hope for the embattled people of the planet Kane, as the Syndics begin their invasion to retake the planet? Normandy-Wayne Vansant 2012-09-15 Normandy depicts the planning and execution of Operation Overlord in 96 full-color pages. The initial paratrooper assault is shown, as well as the storming of the five D-Day beaches: Utah, Omaha, Gold, Juno, and Sword. But the story does not end there. Once the Allies got ashore, they had to stay ashore. The Germans made every effort to push them back into the sea. This book depicts the such key events in the Allied liberation of Europe as: 1. Construction of the Mulberry Harbors, two giant artificial harbors built in England and floated across the English Channel so that troops, vehicles, and supplies could be offloaded across the invasion beaches. 2. The Capture of Cherbourg, the nearest French port, against a labyrinth of Gennan pillboxes. 3. The American fight through the heavy bocage (hedgerow country) to take the vital town of Saint-Lô. 4. The British-Canadian struggle for the city of Caen against the “Hitler Youth Division,” made up of 23,000 seventeen- and eighteen-year-old Nazi fanatics. 5. The breakout of General Patton’s Third Army and the desperate US 30th Division’s defense of Mortaine. 6. The Falaise Pocket, known as the “Killing Ground,” where the remnants of two German armies were trapped and bombed and shelled into submission. The slaughter was so great that 5,000 Germans were buried in one mass grave. 7. The Liberation of Paris, led by the 2nd Free French Armored Division, which had been fighting for four long years with this goal in mind. Battlefield Action-Sam Glanzman 2016-07-24 hortly after the birth of the modern comic book in the mid- to late 1930s, comic publishers began including stories of wartime adventures in the multi-genre omnibus titles then popular as a format. Even prior to the U.S. involvement in World War II, comic books such as Captain America Comics #1 (March 1941) depicted superheroes fighting Adolf Hitler and the Nazis. Golden Age publisher Quality Comics debuted its title Blackhawk in 1944; the title was published more or less continuously until the mid-1980s. In the post-World War II era, comic books devoted solely to war stories began appearing, and gained popularity the United States and Canada through the 1950s and even during the Vietnam War. The titles tended to concentrate on US military depictions, generally in World War II, the Korean War or the Vietnam War. Most publishers produced anthologies; industry giant DC Comics' war comics included such long-running titles as All-American Men of War, Our Army at War, Our Fighting Forces, and Star Spangled War Stories. Another prolific publisher of war comics was Charlton Comics, which produced a wide variety of titles beginning in the 1950s, such as Battlefield Action. This Anthology contains stories from five complete Issues. Katusha-Wayne Vansant 2019-05-15 “On Sunday, June 22, 1941, the morning after Katusha’s graduation, the Germans invade the Soviet Union. As enemy forces occupy Kiev, Ukraine, Katusha and her family learn the Nazis are not there to liberate them from harsh communist rule, but to conquer. They discover there is a special danger for the Jews, and in saving her friend Zhenya Gersteinfeld, Katusha finds her whole family in danger. During the next four years, Katusha experiences the war on the Eastern Front with all its ferocity and hardship: first as a partisan, then as a Red Army tank driver and commander. From Barbarossa to Babı Yar, from Stalingrad to Kursk, from the Dnipro to Berlin, follow the footprints and tanks tracks of Katusha’s journey through a time of death, hopelessness, victory, glory, and even love. Seen through the eyes of a Ukrainian teenage girl, Katusha is both a coming-of-age story and a carefully researched account of one of the most turbulent and important periods of the twentieth century, where women served in the hundreds of thousands, and Russians died by the millions.” The Lost Fleet: Corsair #2-Jack Campbell 2017-07-05 p.p1 {margin: 0.0px 0.0px 0.0px 0.0px; font: 12.0px Calibri} p.p2 {margin: 0.0px 0.0px 0.0px 0.0px; font: 12.0px Calibri; min-height: 14.0px} Captain John ‘Black Jack’ Geary is an Alliance legend, revered for his heroic ‘last stand’ in the early days of the war against the Syndicate. Long presumed dead, Geary miraculously returned from survival hibernation a century later, reluctantly taking command of the Alliance Fleet as it faced annihilation after a disastrous battle by Syndics. Thanks to a brave rearguard action by Black Jack’s relation, Captain Michael Geary, the fleet escaped destruction – but Michael was captured and has been held prisoner by the Syndics, despite the end of the war between the Alliance and Syndics which should have seen him freed. Now, Michael Geary has struck a deal with Executive Destina Aragon, leader of the Tigres, who has rebelled against the Syndic, to help them capture a “Mobile Forces Unit” - a Syndic battleship - and help her troops get home. The Lost Fleet: Corsair #5-Jack Campbell 2018-01-10 It a battle in space and on two worlds when the Tigres and the Alliance Marines attack a prison camp to rescue their lost comrades - and get past a Syndic fleet! On Kane, the Syndic attack brings terror and misery - will Michael Geary’s alliance with Destina Aragon hold and give the beleaguered world some small hope of rescue? Graphic Novels-D. Aviva Rothschild 1995 The first of its kind, this annotated guide describes and evaluates more than 400 works in English. Rothschild’s lively annotations discuss important features of each work-including the quality of the graphics, characterizations, dialogue, and the appropriate audience-and introduces mainstream readers to the variety and quality of graphic novels, helps them distinguish between classics and hackwork, and alerts experienced readers to material they may not have discovered. Designed for individuals who need information about graphic novels and for those interested in acquiring them, this book will especially appeal to librarians, booksellers, bookstore owners, educators working with teen and reluctant readers, as well as to readers interested in this genre. The Art of George Tuska-Dewey Cassell 2005 The Art of George Tuska is a comprehensive look at the personal and professional life of Tuska, including his early work with the Eisner-Iger studio and his involvement with the controversial crime comics of the independent publishers Tuska worked with. The book includes extensive coverage of his definitive work on Iron Man, X-Men, Hulk, Justice League, Teen Titans, Batman, T.H.U.N.D.E.R. Agents, and many more. A gallery of commission artwork by George and a thorough index of his extensive body of work are also included, and each section of the book is filled with examples of original artwork and photographs, as well as sketches and previously unpublished artwork. Interviews and anecdotes from his peers and fans, plus the very personal and reflective words of George himself, make this book a testament to the tremendous influence Tuska has had on the comic book industry and his legion of fans.

ATTU-Sam Glanzman 2016-08-17 A caveman finds adventure among giant tigers, dinosaurs, and visitors from another planet in this magical slice of old-fashioned comics fun. Rendered in stark black-and-white, the saga combines prehistory, super-science, and time travel. Sam Zabel and the Magic Pen-Dylan Horrocks 2015-01-18 Acclaimed cartoonist Dylan Horrocks returns with a long-awaited new graphic novel, the first since his perennial classic, 1998’s Hicksville. Cartoonist Sam Zabel hasn’t drawn a comic in years. Stuck in a nightmare of creative block and despair, Sam spends his days writing superhero stories for a large American comics publisher and staring at a blank piece of paper, unable to draw a single line. Then one day he finds a mysterious old comic book set on Mars and is suddenly thrown headlong into a wild, fantastic journey through centuries of comics, stories, and imaginary worlds. Accompanied by a young webcomic creator named Alice and an enigmatic schoolgirl with rocket boots and a bag full of comics, Sam goes in search of the Magic Pen, encountering sex-crazed aliens, medieval monks, pirates, pixies and — of course — cartoonists. Funny, erotic, and thoughtful, Sam Zabel and the Magic Pen explores the pleasures, dangers, and moral consequences of fantasy. Devotion-Adam Makos 2015-10-27 NATIONAL BESTSELLER • From America’s “forgotten war” in Korea comes an unforgettable tale of courage by the author of A Higher Call. Devotion tells the inspirational story of the U.S. Navy’s most famous aviator duo, Lieutenant Tom Hudner and Ensign Jesse Brown, and the Marines they fought to defend. A white New Englander from the country-club scene, Tom passed up Harvard to fly fighters for his country. An African American sharecropper’s son from Mississippi, Jesse became the navy’s first black carrier pilot, defending a nation that wouldn’t even serve him in a bar. While much of America remained divided by segregation, Jesse and Tom joined forces as wingmen in Fighter Squadron 32. Adam Makos takes us into the cockpit as these bold young aviators cut their teeth at the world’s most dangerous job—landing on the deck of an aircraft carrier—a line of work that Jesse’s young wife, Daisy, struggles to accept. Deployed to the Mediterranean, Tom and Jesse meet the Fleet Marines, boys like PFC “Red” Parkinson, a farm kid from the Catskills. In between war games in the sun, the young men revel on the Riviera, partying with millionaires and even befriending the Hollywood starlet Elizabeth Taylor. Then comes the war no one expected, in faraway Korea. Devotion takes us soaring overhead with Tom and Jesse, and into the foxholes with Red and the Marines as they battle a North Korean invasion. As the fury of the fighting escalates and the Marines are cornered at the Chosin Reservoir, Tom and Jesse fly, guns blazing, to try and save them. When one of the duo is shot down behind enemy lines and pinned in his burning plane, the other faces an unthinkable choice: watch his friend die or attempt history’s most audacious one-man rescue mission. A tug-at-the-heartstrings tale of bravery and selflessness, Devotion asks: How far would you go to save a friend? Praise for Devotion “Riveting . . . a meticulously researched and moving account.”—USA Today “An inspiring tale . . . portrayed by Makos in sharp, fact-filled prose and with strong reporting.”—Los Angeles Times “[A] must-read.”—New York Post “Stirring.”—Parade “A masterful storyteller . . . [Makos brings] Devotion to life with amazing vividness. . . . [It] reads like a dream. The perfectly paced story cruises along in the fast lane—when you’re finished, you’ll want to start all over again.”—Associated Press “A delight to read . . . Devotion is a story you will not forget.”—The Washington Times “My great respect for Tom Hudner knows no bounds. He is a true hero; and in reading this book, you will understand why I feel that way.”—President George H. W. Bush “This is aerial drama at its best—fast, powerful, and moving.”—Erik Larson, New York Times bestselling author of Dead Wake “Though it concerns a famously cold battle in the Korean War, make no mistake: Devotion will warm your heart.”—Hampton Sides, New York Times bestselling author of Ghost Soldiers and In the Kingdom of Ice “At last, the Korean War has its epic, a story that will stay with you long after you close this book.”—Eric Blehm, New York Times bestselling author of Fearless and Legend Creating Comics as Journalism, Memoir and Nonfiction-Randy Duncan 2015-10-08 This book provides student journalists, artists, designers, creative writers and web producers with the tools and techniques they need to tell nonfiction stories visually and graphically. Weaving together history, theory, and practical advice, seasoned nonfiction comics professors and scholars Randy Duncan, Michael Ray Taylor and David Stoddard present a hands-on approach to teach readers from a range of backgrounds how to develop and create a graphic nonfiction story from start to finish. The book offers guidance on: how to find stories and make use of appropriate facts and visuals; nonfiction narrative techniques; artist’s tools and techniques; print, digital, and multimedia production; legal and ethical considerations. Interviews with well-known nonfiction comics creators and editors discuss best practices and offer readers inspiration to begin creating their own work, and exercises at the end of each chapter encourage students to hone their skills. Spacehawk-Basil Wolverton 2012-12-07 The complete collection of Wolverton’s legendary costumed crusader. Basil Wolverton is one of the greatest, most idiosyncratic talents in comic book history. Though he is best known for his humorous grotesqueries in MAD magazine, it is his science-fiction character Spacehawk that Wolverton fans have most often demanded be collected. The wait is over, as The Complete Spacehawk features every story from Spacehawk’s intergalactic debut in 1940 to his final, Nazi-crushing adventure in 1942. Spacehawk is the closest thing to a colorfully-costumed, conventional action hero Wolverton ever created, yet the strip is infused with Wolverton’s quintessential weirdness: controlled, organic artwork of strangely repulsive aliens and monsters and bizarre planets, and stories of gruesome retribution that bring to mind Wolverton’s peer, Fletcher Hanks. Spacehawk had no secret identity, no fixed base of operations beyond his spaceship, and no sidekicks or love interests. He had but one mission in life: to protect the innocent throughout the Solar System, and to punish the guilty. He was a dark — yet much more visually playful — counterpart to Buck Rogers and Flash Gordon. Showcase Presents Enemy Ace-Robert Kanigher 2008 Written by Robert Kanigher and Joe Kubert Art by Kubert, John Severin, Howard Chaykin, Neal Adams and others Take to the skies in this thrilling volume collecting OUR ARMY AT WAR #151, 153, 155, SHOWCASE #57-58, STAR-SPANGLED WAR STORIES #138-152 , 158, 181-183, and 200, DETECTIVE COMICS #404, MEN AT WAR #1-3, 8-10, 12-14, 19-20, THE UNKNOWN SOLDIER #252-253, 260-261, 265-267 and DC SPECIAL #26! Advance-solicited; on sale February 13 The Unauthorized Tarzan-Joe Gill 2013-04-02 A classic run of Tarzan comics, reprinted for the first time! In the 1960s, believing Tarzan to have fallen into the public domain, Charlton Comics enlisted Joe Gill (Flash Gordon, House of Mystery) and Sam Glanzman (Hercules, Our Army at War) to create a new comics version of the Lord of the Jungle. Only four issues were produced before Charlton was forced to end the series, and much of the original print runs were destroyed. Collects Chalton’s Jungle Tales of Tarzan #1-4. Army War Heroes-Dick Giordano 2016-02-22 Army War Heroes was a Classic Post Golden Era Comic Published by CHarlton Comics. It ran for a Total of Twenty Issues and was very Popular among readers of the Genre. This wonderful Classic Comic contains five complete Issues. All content is Image Enhanced and Digitally Remastered for your Viewing and Reading Pleasure. Jonah Hex:Joe R. Lansdale 2014 Joe R. Lansdale, the acclaimed horror novelist of such titles as EDGE OF DARK WATER and DEAD AIM, took on DC’s famed bounty hunter Jonah Hex in these darkly comic epics from the 1990s. In these twisted tales of the Old West, Hex battles a doctor determined to transform him into a zombie, joins up with Buffalo Will’s (yes, Will’s) Wild West Show and learns the dark secret behind the existence of a demonic baby, and discovers an ancient race of man-eating worms from beneath the earth. Collects JONAH HEX: TWO-GUN MOJO #1-5, JONAH HEX: SHADOWS WEST #1-3 and JONAH HEX: RIDERS OF THE WORM AND SUCH #1-5. Voyage to the Deep-Sam Glanzman 2019-02-06 Follow the adventures of a shape-shifting atomic sub battling sea creatures, arctic monsters, sonic attacks, anti-matter generators, global terrorism, and more! Four tales of the atomic submarine Proteus and her crew in one graphic novel! First, the submarine Proteus has just finished its shakedown run and heads out to explore the Mariana Trench, but when the ship arrives, it not only has to deal with giant sea creatures, but an act of terrorism that threatens the entire world! Plus, a monster larger than the Proteus, a fanged sea creature and an anti-matter generator that threatens to tear apart the world, and an unknown enemy unleashes sonic destruction on the Proteus, and then the world! Only the Proteus and her crew can stop them! Battling Boy-Paul Pope 2013-10-08 The adventure begins in the new graphic novel by comics legend Paul Pope. Monsters roam through Arcopolis, swallowing children into the horrors of their shadowy underworld. Only one man is a match for them - the genius vigilante Haggard West. Unfortunately, Haggard West is dead. Arcopolis is desperate, but when its salvation comes in the form of a twelve-year-old demigod, nobody is more surprised than Battling Boy himself. IT’S TIME TO MEET AN ELECTRIFYING NEW HERO. An NPR Best Book of 2013 The Big Book of the Weird Wild West-John Whalen 1998 Based on thorough research, ‘The big book of the weird wild West’ presents an unabashed look at the violence, tragedy and strangeness of the American frontier. Using humor and wit to depict tales of cannibalism, gunfights, decapitations, curses, ghosts, cults, lynch mobs, alcoholism, prostitution, and airships, this amusing and informative tome presents the West in an unflattering but accurate fashion. Also included in this black and white comic strip book are the true histories and adventures of such western legends as Jesse James, Doc Holiday, Butch Cassidy, and the infamous Donner Party. Return to Mars-Pat Mills 2015-05 Mars, the far future. Tasked with increasing the peace on the war-ravaged Red Planet, the A.B.C. Warriors are reunited with one of their oldest number - the mechanic known as Tubal Caine AKA Happy Shrapnel. As Happy explains how he died and was subsequently resurrected by Medusa (the planetary consciousness), Happy’s story exposes the identity of the villain responsible for most of the trouble on Mars - ‘the father of all A.B.C. Warriors’ needs to be executed, and the Warriors are going to need the help of another old ally to carry out the mission... War Stories: A Graphic History-Mike Conroy 2009-07-21 Collects top-selected war comics of the twentieth and twenty-first centuries, in an anthology that is complemented by interviews with leading genre artists, writers, and designers. Comic Book Artist Collection-Jon B. Cooke 2002-05-28 Presents collections of articles that cover the history of comic books along with interviews with notable cartoonists. Sax Rohmer’s Dope-Trina Robbins 2017-10-11 A talented young actress becomes fatally ensnared in London’s mysterious and glittery drug culture of the early 20th century. Trina Robbins’ comic book adaptation of Sax Rohmer’s sensational 1919 novel. DOPE was both the first novel to speak openly about the world’s international drug trade, and the first story to center around the death of a celebrity by drug overdose. As for the art, it is considered by many (including Trina herself) to be her best work ever as an illustrator. The Fall of the House of West-Paul Pope 2015-10-13 Aurora West is on the verge of solving the mystery of her mother’s death, but it’s hard keeping her efforts a secret from her grieving father, the legendary monster-hunter Haggard West. Between her school work and her hours training and hunting with her dad, Aurora is hard-pressed to find time to be a secret sleuth. But she’s nothing if not persistent. What Aurora doesn’t realize is that she’s about to blow open a secret that may very well destroy what’s left of her family...and, indeed, all of Arcopolis. From Paul Pope, the legendary creator of Battling Boy, teamed up with JT Petty and David Rubin, comes the nail-biting sequel to The New York Times bestselling The Rise of Aurora West! Archie: The Best of Dan DeCarlo 4-Various 2013-03-19 Compiles some of the best Archie stories from the 1960s, pencilled by Dan DeCarlo., including episodes featuring Betty and Veronica, Josie, and Sabrina the teen-age witch. Adventures in the Rifle Brigade-Garth Ennis 2016-07-12 WORLD WAR TWO WAS NEVER LIKE THIS Determined to win the war on their own, the Rifle Brigade are Britain’s top commando team- skilled, deadly, and with no more grip on reality than absolutely necessary. Gasp in awe as Captain Darcy, “Doubtful” Milk, Sergeant Crumb, Corporal Geezer, Hank the Yank and the Piper give Adolf’s jackbooted goons the thrashing they richly deserve... Kona Monarch of Monster Isle-Sam Glanzman 2016-09-09 Kona, Monarch of Monster Isle is a fictional American comic book character who was featured in his own self-titled series, published by Dell Comics in the 1960s. The character was created during a period of transition for Dell Comics. Up until 1962 Dell had been the official comic book publisher for Western Publishing, the licensor for Walt Disney, Hanna-Barbera and Warner Bros. among others. This relationship ended when Western made the decision to start its own comic book publishing company, Gold Key Comics. Faced with the prospect of losing the rights to all of the series they were publishing, Dell began a large scale campaign in which numerous series and characters were created. This was designed to allow Dell to survive as a company past the point of Gold Key’s creation. Of the characters created during this period, Kona was one of Dell’s most successful creations.

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While much of America remained divided by segregation, Jesse and Tom joined forces as wingmen in Fighter Squadron 32. Adam Makos takes us into the cockpit as these bold young aviators cut their teeth at the world’s most dangerous job—landing on the deck of an aircraft carrier—a line of work that Jesse’s young wife, Daisy, struggles to accept. Deployed to the Mediterranean, Tom and Jesse meet the Fleet Marines, boys like PFC “Red” Parkinson, a farm kid from the Catskills. In between war games in the sun, the young men revel on the Riviera, partying with millionaires and even befriending the Hollywood starlet Elizabeth Taylor. Then comes the war no one expected, in faraway Korea. Devotion takes us soaring overhead with Tom and Jesse, and into the foxholes with Red and the Marines as they battle a North Korean invasion. As the fury of the fighting escalates and the Marines are cornered at the Chosin Reservoir, Tom and Jesse fly, guns blazing, to try and save them. When one of the duo is shot down behind enemy lines and pinned in his burning plane, the other faces an unthinkable choice: watch his friend die or attempt history’s most audacious one-man rescue mission. A tug-at-the-heartstrings tale of bravery and selflessness, Devotion asks: How far would you go to save a friend? Praise for Devotion “Riveting . . . a meticulously researched and moving account.”—USA Today “An inspiring tale . . . portrayed by Makos in sharp, fact-filled prose and with strong reporting.”—Los Angeles Times “[A] must-read.”—New York Post “Stirring.”—Parade “A masterful storyteller . . . [Makos brings] Devotion to life with amazing vividness. . . . [It] reads like a dream. The perfectly paced story cruises along in the fast lane—when you’re finished, you’ll want to start all over again.”—Associated Press “A delight to read . . . Devotion is a story you will not forget.”—The Washington Times “My great respect for Tom Hudner knows no bounds. He is a true hero; and in reading this book, you will understand why I feel that way.”—President George H. W. Bush “This is aerial drama at its best—fast, powerful, and moving.”—Erik Larson, New York Times bestselling author of Dead Wake “Though it concerns a famously cold battle in the Korean War, make no mistake: Devotion will warm your heart.”—Hampton Sides, New York Times bestselling author of Ghost Soldiers and In the Kingdom of Ice “At last, the Korean War has its epic, a story that will stay with you long after you close this book.”—Eric Blehm, New York Times bestselling author of Fearless and Legend Creating Comics as Journalism, Memoir and Nonfiction-Randy Duncan 2015-10-08 This book provides student journalists, artists, designers, creative writers and web producers with the tools and techniques they need to tell nonfiction stories visually and graphically. Weaving together history, theory, and practical advice, seasoned nonfiction comics professors and scholars Randy Duncan, Michael Ray Taylor and David Stoddard present a hands-on approach to teach readers from a range of backgrounds how to develop and create a graphic nonfiction story from start to finish. The book offers guidance on: how to find stories and make use of appropriate facts and visuals; nonfiction narrative techniques; artist’s tools and techniques; print, digital, and multimedia production; legal and ethical considerations. Interviews with well-known nonfiction comics creators and editors discuss best practices and offer readers inspiration to begin creating their own work, and exercises at the end of each chapter encourage students to hone their skills. Spacehawk-Basil Wolverton 2012-12-07 The complete collection of Wolverton’s legendary costumed crusader. Basil Wolverton is one of the greatest, most idiosyncratic talents in comic book history. Though he is best known for his humorous grotesqueries in MAD magazine, it is his science-fiction character Spacehawk that Wolverton fans have most often demanded be collected. The wait is over, as The Complete Spacehawk features every story from Spacehawk’s intergalactic debut in 1940 to his final, Nazi-crushing adventure in 1942. Spacehawk is the closest thing to a colorfully-costumed, conventional action hero Wolverton ever created, yet the strip is infused with Wolverton’s quintessential weirdness: controlled, organic artwork of strangely repulsive aliens and monsters and bizarre planets, and stories of gruesome retribution that bring to mind Wolverton’s peer, Fletcher Hanks. Spacehawk had no secret identity, no fixed base of operations beyond his spaceship, and no sidekicks or love interests. He had but one mission in life: to protect the innocent throughout the Solar System, and to punish the guilty. He was a dark — yet much more visually playful — counterpart to Buck Rogers and Flash Gordon. Showcase Presents Enemy Ace-Robert Kanigher 2008 Written by Robert Kanigher and Joe Kubert Art by Kubert, John Severin, Howard Chaykin, Neal Adams and others Take to the skies in this thrilling volume collecting OUR ARMY AT WAR #151, 153, 155, SHOWCASE #57-58, STAR-SPANGLED WAR STORIES #138-152 , 158, 181-183, and 200, DETECTIVE COMICS #404, MEN AT WAR #1-3, 8-10, 12-14, 19-20, THE UNKNOWN SOLDIER #252-253, 260-261, 265-267 and DC SPECIAL #26! Advance-solicited; on sale February 13 The Unauthorized Tarzan-Joe Gill 2013-04-02 A classic run of Tarzan comics, reprinted for the first time! In the 1960s, believing Tarzan to have fallen into the public domain, Charlton Comics enlisted Joe Gill (Flash Gordon, House of Mystery) and Sam Glanzman (Hercules, Our Army at War) to create a new comics version of the Lord of the Jungle. Only four issues were produced before Charlton was forced to end the series, and much of the original print runs were destroyed. Collects Chalton’s Jungle Tales of Tarzan #1-4. Army War Heroes-Dick Giordano 2016-02-22 Army War Heroes was a Classic Post Golden Era Comic Published by CHarlton Comics. It ran for a Total of Twenty Issues and was very Popular among readers of the Genre. This wonderful Classic Comic contains five complete Issues. All content is Image Enhanced and Digitally Remastered for your Viewing and Reading Pleasure. Jonah Hex:Joe R. Lansdale 2014 Joe R. Lansdale, the acclaimed horror novelist of such titles as EDGE OF DARK WATER and DEAD AIM, took on DC’s famed bounty hunter Jonah Hex in these darkly comic epics from the 1990s. In these twisted tales of the Old West, Hex battles a doctor determined to transform him into a zombie, joins up with Buffalo Will’s (yes, Will’s) Wild West Show and learns the dark secret behind the existence of a demonic baby, and discovers an ancient race of man-eating worms from beneath the earth. Collects JONAH HEX: TWO-GUN MOJO #1-5, JONAH HEX: SHADOWS WEST #1-3 and JONAH HEX: RIDERS OF THE WORM AND SUCH #1-5. Voyage to the Deep-Sam Glanzman 2019-02-06 Follow the adventures of a shape-shifting atomic sub battling sea creatures, arctic monsters, sonic attacks, anti-matter generators, global terrorism, and more! Four tales of the atomic submarine Proteus and her crew in one graphic novel! First, the submarine Proteus has just finished its shakedown run and heads out to explore the Mariana Trench, but when the ship arrives, it not only has to deal with giant sea creatures, but an act of terrorism that threatens the entire world! Plus, a monster larger than the Proteus, a fanged sea creature and an anti-matter generator that threatens to tear apart the world, and an unknown enemy unleashes sonic destruction on the Proteus, and then the world! Only the Proteus and her crew can stop them! Battling Boy-Paul Pope 2013-10-08 The adventure begins in the new graphic novel by comics legend Paul Pope. Monsters roam through Arcopolis, swallowing children into the horrors of their shadowy underworld. Only one man is a match for them - the genius vigilante Haggard West. Unfortunately, Haggard West is dead. Arcopolis is desperate, but when its salvation comes in the form of a twelve-year-old demigod, nobody is more surprised than Battling Boy himself. IT’S TIME TO MEET AN ELECTRIFYING NEW HERO. An NPR Best Book of 2013

The Big Book of the Weird Wild West-John Whalen 1998 Based on thorough research, ‘The big book of the weird wild West’ presents an unabashed look at the violence, tragedy and strangeness of the American frontier. Using humor and wit to depict tales of cannibalism, gunfights, decapitations, curses, ghosts, cults, lynch mobs, alcoholism, prostitution, and airships, this amusing and informative tome presents the West in an unflattering but accurate fashion. Also included in this black and white comic strip book are the true histories and adventures of such western legends as Jesse James, Doc Holiday, Butch Cassidy, and the infamous Donner Party. Return to Mars-Pat Mills 2015-05 Mars, the far future. Tasked with increasing the peace on the war-ravaged Red Planet, the A.B.C. Warriors are reunited with one of their oldest number - the mechanic known as Tubal Caine AKA Happy Shrapnel. As Happy explains how he died and was subsequently resurrected by Medusa (the planetary consciousness), Happy’s story exposes the identity of the villain responsible for most of the trouble on Mars - ‘the father of all A.B.C. Warriors’ needs to be executed, and the Warriors are going to need the help of another old ally to carry out the mission... War Stories: A Graphic History-Mike Conroy 2009-07-21 Collects top-selected war comics of the twentieth and twenty-first centuries, in an anthology that is complemented by interviews with leading genre artists, writers, and designers. Comic Book Artist Collection-Jon B. Cooke 2002-05-28 Presents collections of articles that cover the history of comic books along with interviews with notable cartoonists. Sax Rohmer’s Dope-Trina Robbins 2017-10-11 A talented young actress becomes fatally ensnared in London’s mysterious and glittery drug culture of the early 20th century. Trina Robbins’ comic book adaptation of Sax Rohmer’s sensational 1919 novel. DOPE was both the first novel to speak openly about the world’s international drug trade, and the first story to center around the death of a celebrity by drug overdose. As for the art, it is considered by many (including Trina herself) to be her best work ever as an illustrator. The Fall of the House of West-Paul Pope 2015-10-13 Aurora West is on the verge of solving the mystery of her mother’s death, but it’s hard keeping her efforts a secret from her grieving father, the legendary monster-hunter Haggard West. Between her school work and her hours training and hunting with her dad, Aurora is hard-pressed to find time to be a secret sleuth. But she’s nothing if not persistent. What Aurora doesn’t realize is that she’s about to blow open a secret that may very well destroy what’s left of her family...and, indeed, all of Arcopolis. From Paul Pope, the legendary creator of Battling Boy, teamed up with JT Petty and David Rubin, comes the nail-biting sequel to The New York Times bestselling The Rise of Aurora West! Archie: The Best of Dan DeCarlo 4-Various 2013-03-19 Compiles some of the best Archie stories from the 1960s, pencilled by Dan DeCarlo., including episodes featuring Betty and Veronica, Josie, and Sabrina the teen-age witch. Adventures in the Rifle Brigade-Garth Ennis 2016-07-12 WORLD WAR TWO WAS NEVER LIKE THIS Determined to win the war on their own, the Rifle Brigade are Britain’s top commando team- skilled, deadly, and with no more grip on reality than absolutely necessary. Gasp in awe as Captain Darcy, “Doubtful” Milk, Sergeant Crumb, Corporal Geezer, Hank the Yank and the Piper give Adolf’s jackbooted goons the thrashing they richly deserve... Kona Monarch of Monster Isle-Sam Glanzman 2016-09-09 Kona, Monarch of Monster Isle is a fictional American comic book character who was featured in his own self-titled series, published by Dell Comics in the 1960s. The character was created during a period of transition for Dell Comics. Up until 1962 Dell had been the official comic book publisher for Western Publishing, the licensor for Walt Disney, Hanna-Barbera and Warner Bros. among others. This relationship ended when Western made the decision to start its own comic book publishing company, Gold Key Comics. Faced with the prospect of losing the rights to all of the series they were publishing, Dell began a large scale campaign in which numerous series and characters were created. This was designed to allow Dell to survive as a company past the point of Gold Key’s creation. Of the characters created during this period, Kona was one of Dell’s most successful creations.

**A Sailors Story Sam Glanzman**